**Zork Client**

**Process to play the game:**

1. Register your account

2. Login to your account

3. Click “new game” to create a new game or click “load game” to load a saved game

4. Run commands to play the game! Hit enter to run the commands

5. Click save game to save the game, you will have 10 slots to save

**IMPORTANT TO KNOW:**

We host our maps on S3, so please DO NOT upload too many maps. There are no bugs with S3 and Amazon will charge us money for storage!

Same please do not send too many requests to the server, it’s on EC2, amazon will also charge us for bandwidth and requests.

**Commands in the game (not case sensitive):**

1. n, s, e, w - movement commands to put the player in a different room. If a room is bordered in the direction indicated, the description of the new room is to be printed to the screen. Otherwise print "Can't go that way."

2. i - short for "inventory", lists all items in the player's inventory separated by commas (if more than one). If there are no items in the inventory, print "Inventory: empty".

3. take (item) - changes item ownership from room or container to inventory. If successful print "Item (item) added to inventory". (Hint: this can be written as shortcut for put command)

4. open (container) - prints contents of container in format "(container) contains (item), (item), ..." and makes those items available to pick up. If empty, should output "(container) is empty."

open exit - if room is of type exit prints "Game Over" and gracefully ends the program.

5. read (item) - prints writing on object if any available, else prints "Nothing written." if command is executed on an existing item in the player's inventory that does not contain writing.

6. drop (item) - changes item ownership from inventory to present room and prints "(item) dropped."

7. put (item) in (container) - changes item ownership from inventory to declared container if container is open and prints "Item (item) added to (container)."

8. turn on (item) - activates item if in inventory printing "You activate the (item)." and executing

commands in "turnon" element.

9. attack (creature) with (item) - prints "You assault the (creature) with the (item)." and executes

10. "attack" elements if item matches creature's "vulnerability" and existing conditions are met.

**Zork Server**

**Commands to request Server:**

\*Use “:;:” as separation mark (substitute space in below); ie. Login:;:username:;:password

\*\*Server address: [ec2-23-23-28-183.compute-1.amazonaws.com], Server port [8089]

1. Register <username> <password>

Result: Register success/fail

2. Login <username> <password>

Result: Login success/fail

3. SaveData <username> <data slot number (0~9)> <in-game progress>

Result: SaveData success/fail

4. GetData <username>

Result: GetData (<data slot number> <in-game progress>)\*/fail

**Command to run Server:**

1. To SSH ServerUse your terminal to goto the location of “CS408.pem” file, then

[ssh -i CS408.pem [ubuntu@ec2-23-23-28-183.compute-1.amazonaws.com](mailto:ubuntu@ec2-23-23-28-183.compute-1.amazonaws.com)]

\*CS408.pem file is in “Server” folder

2. To Build and Run Server

Goto [/home/ubuntu/cs408/zork/Server] once you SSH to the Server.

\*You might have to set up class path before Build [CLASSPATH=$CLASSPATH:/usr/share/java/mysql.jar

export CLASSPATH]

To Build [javac Server.java]

To Run [java Server] or [java Server &] if you want to multitasking

3. To kill Server background

[ps -ef | grep Server], find process ID then [kill -9 <id>]

**Command to Use Database:**

1. To connect database

[mysql -u cs408server -p CS408] then [server] if “Enter password” prompted.